

# A SENSE OF BELONGING

## Guilds in ImagiNation

### Why Not Join a Guild?

As you explore the games in *MedievalLand* – *The Shadow of Yserbius*, *The Fates of Twinian*, and coming soon, *The Ruins of Cawdar*, you'll soon realize the benefits of joining a guild. In order to solve some of the puzzles and move forward, you may need a combination of skills that you just don't have all by yourself. Guilds in ImagiNation Network games like these exist because you can accomplish more as part of a group than you can alone.

There are dozens of guilds already registered in ImagiNation – each with distinct personalities and group dynamics. Some hold public meetings and some add new members by personal invitation only.

Private guilds are listed in the *Imaginations Conference Schedule* in blue ink, along with the Guild Master's name and E-mail Box number, and the time, day and ImagiNation room name where the group meets. To join a private guild, write to the Guild Master listed and ask permission to join.

Guilds open to the public are listed in black in the *Imaginations Conference Schedule*. With these guild meetings, there's no need to pre-register – just join in at the proper time and place.

For many years, Larry Buchanan, a.k.a. AragornGM, led one of the most popular guilds of all time in *MedievalLand*. Under his guidance, the Lord of the Rings (LOTR) Guild grew to include more than 100 members.

Buchanan is the author of *The Adventurer's Survival Guide to Twinian*. Sadly, Buchanan's own Guild disbanded earlier this year, but Buchanan remains active in ImagiNation. These quotes are his thoughts on Guilds.

**“If you're taking a newcomer along on a quest, don't just drag them through. Take the time to explain the quest and the story behind it. Give them a sense of purpose in the game.”**

**“If you're going to party together, you've got to party fair. Some people use cheats to change attributes, but the chances of causing other members to crash because you took away too many points is just too great. No cheating!”**

**“The whole purpose of being in a guild is to help each other out so that you can make it through the rough spots.”**

**“Being in that guild was one of the most fun things I'd ever done. I'd get home from work and log in, get a party together and spend 6-7 hours online each night. I'd spend practically all weekend in the Volcano.”**

## ASK



## Fred

### HEY FRED:

I'm the host for a new club online in ImagiNation. I already know of a few people who say they will come to the weekly meetings. But I'd also like to have the club listed in *Imaginations*. How do I do this?  
- Leader

Dear Leader:

The first thing to do is register your club with the ImagiNation Network Conference Manager at E-mail Box number 931. Once a month, the Conference Manager contacts the editor at *Imaginations* with an updated list of all of the new clubs, groups and special events. There's really no need for you to write to *Imaginations* with the information about your new club – just register it with the Conference Manager.

### HEY FRED:

Because I keep a close watch on my budget, I don't want to accidentally log on during the more expensive weekday hours. Is there anything I can do to make sure I don't slip up?  
- PennyPincher

Dear PennyPincher:

It's possible to request that access to your account be blocked during weekday hours. To find out more about this option, call Member Services at 1-800-IMAGIN-1.

*Get a question for Fred, your "In the Know" guy in the ImagiNation Network? Write to Fred in care of Imaginations at E-Mail Box 915 or 577 Airport Blvd., Suite 300, Broomfield, CO 80010.*

## Planning a Club or Guild? Need to Get the Word Out?

Maybe you've already organized a group, club, squadron or guild. Maybe you just want to test the waters and see who might be interested in joining you for a special event.

Whatever the case, you must register your group with the ImagiNation Network Conference Manager before your listing can be included in the Conference Guide in *Imaginations*.

Fortunately, doing this is very easy. Just write to the Conference Manager at E-mail Box 931. You'll get a survey asking you some basic information about the group. Once you've filled out the survey and sent it back, you'll be given an official time and room where you can meet.

Every month, the Conference Manager prepares an updated list of conferences that includes all the groups, clubs, squadrons and guilds that are pre-registered, and sends this list to *Imaginations*.

That's all there is to it, but if you have questions, write to the Conference Manager at E-mail Box 931.

# April

is High Scores Month!

Let April showers bring you good luck with "April is High Scores Month" in ImagiNation.

We're giving prizes every week for the 10 members who get the highest scores in Red Baron™, 3D Golf™, Mini-Golf™, Paintball™ and NTN Trivia™. That's 10 prizes per game per week, for a total of 200 winners for the four week contest!

The contest starts Sunday, April 2nd, and continues through April 29th. Each week, we'll clear the high scores from the boards to track the leaders from week to week.

To avoid duplication, names will only be tallied once. Your top score is the only one that counts, no matter how many times your name might appear on a listing, or in how many rooms your name might appear.

Prizes include:

- 1ST PLACE: 10 FREE hours online in ImagiNation**
- 2ND PLACE: 9 hours**
- 3RD PLACE: 8 hours**
- 4TH PLACE: 7 hours**
- 5TH PLACE: 6 hours**
- 6TH PLACE: 5 hours**
- 7TH PLACE: 4 hours**
- 8TH PLACE: 3 hours**
- 9TH PLACE: 2 hours**
- 10TH PLACE: 1 hour**

**OK,** here's the fine print: No player will be able to win more than 20 hours total during the four week contest.

**Fair is fair, after all.  
Now, ready, set, WIN!**

## LONG DISTANCE OPERATOR!

Because of recent changes in the telephone industry, many telephone companies nationwide are switching to a new standard that allows callers to make some toll calls without dialing "1" before the telephone number.

If you want to avoid making a toll call when dialing into the ImagiNation Network, check with your local telephone company *before* you dial.

Remember that our Member Services department has no way to check for certain whether specific access codes are long distance toll calls for your area.

Only your local telephone company can tell you for certain which calls are within your local calling area. Check your White Pages telephone directory for the number to call for more information.



## Anyone can make it to the Top.



### Staying There Isn't Just Kid's Stuff.

Play PaintBall™ much? How about 3-D Golf™, Red Baron™, or MiniGolf™? Just because you made it to the top once doesn't mean you can stay there. Take back your top score in SierraLand! And remember, each room has its own High Scores list.

**IMAGINATION!**

## POSTINGS!

There's something for everyone on The ImagiNation Network Bulletin Boards. But if you don't see everything you're looking for, send your ideas for new Bulletin Boards to E-Mail Box 937 or post them in the Private Notes to the Host bulletin board found in all rooms of the Clubhouse.

# BULLETIN BOARDS

## ALL CLUBHOUSE ROOMS

Info from ImagiNation  
Private Notes to the INN Host

## BACKGAMMON DEN

Backgammon League  
BG Announcements and Rules  
BG League Standings  
BG Strategy  
Brain Teasers  
General Discussion  
Hobbies and Crafts  
INN BG Tournament  
The Arts

## BRIDGE CLUB

Bridge Club Activities  
Bridge World Standard  
Conventions and Treatments  
General Discussion  
How Do You Bid This Hand  
Kantar's Korner  
Partnership Desk  
Post Tourney Results Here  
Tournament Info and Winners  
Tourney and Lesson Sign-ups

## BRIDGE PARLOR

ACBL Standard Game Card  
Bidding Panel  
Bridge Club Activities  
General Discussion  
Ladder Rounds  
Ladder Standings  
Novice Exchange  
Partnership Desk  
Shieldwood on Bridge

## CARD CRIB

Anime  
Arcade Games  
Comic Books  
Computer Games  
Crib Challengers  
Cribbage Ladder Board  
Home Video Games  
Science Fiction  
Sierra Games

## CHESS CLUB

Chess Chat  
Chess Club Administration  
Chess Tournaments  
Chess Workshop  
Friday Night Fights  
Great Chess Games  
INN Chess Club Welcome  
Ladder Rounds  
Players List and Standings

## EUCHREVILLE

Euchre Chit-Chat  
Euchre Ladder  
Euchre Tournaments  
General Discussion  
Poetry  
Writers' Circle

## FLIP N CHECKERS

Add-A-Comment Corner  
BlackJack League  
Checker Challenge  
Checkers Ladder  
FlipFlop Ladder  
INN Checkers Tournaments  
One-Game Cribbage Ladder  
Serious Add-A-Chapter

## GO-MAGES DEN

GO General  
GO Players List  
GO Rules  
GO Tournaments  
Misc. Trading Card Games  
MTG General  
MTG 1-Game Ladder  
MTG 3-Game Ladder

## HEARTS CLUB

Disability Issues  
Gardening  
Genealogy Explorers  
Hearts Ladder  
Music  
Partner Ladder  
Recipes  
Teachers' Forum

## INN HELP ROOM

General Interest  
INN Bulletin Board List  
INN Member Get-Togethers  
INN Special Events  
Member to Member  
Prodigy Game Point  
Quotations  
Suggestions  
Write for Tech Support

## INN UNIVERSITY

Class Sign-ups  
General Discussion  
INN Shortland <RDFL>  
Schedule of Classes  
Self-Help Discussion  
Suggestions for Classes  
University Announcements

## MARRIED LIFE

Family Values  
Making Marriage Work  
Palace Wit and Humor  
Parenting  
Prayer Requests  
Rhyme and Rhetoric  
Soap Operas  
Twelve-Step Programs

## MYSTIC PORTAL

Astrology  
Clairvoyance  
Dreams and Interpretations  
General Discussion  
Hauntings  
Martial Arts Discussion  
Mythology  
Parapsychology  
Signings  
Spiritualism

## PILOTS LOUNGE

Air Tactics  
Flight Sims  
General Discussion  
INN Tournaments  
Ladder Tournaments  
Pilots and Squads Wanted  
Pilots Proving Grounds  
Sky Wars Tournaments

## RPG ZONE

Electronic RPGs  
Fantasy RPGs  
GM-Players Forum  
Multi-Genre RPGs  
New Card Ideas  
OOC  
RPG Schedule

Sci-Fi RPGs  
Star Trek  
Wing Commander RPG

## SINGLES CLUB

Books  
Classic Rock  
Debates  
Life in the 90s  
Movies  
Single Parents  
Strategic Strategy  
Television

## TECH TOWER

Computer Audio  
Computer Ethics  
Electronics  
Hardware  
Programmers' Forum  
Science  
Software  
TechNotes

## TEEN HANGOUT

Friend-to-Friend  
General Discussion

## SINGLES DEUX

Current Events  
Environmental Issues  
Ethics  
Philosophy  
Politics  
Religion

## SINGLES SPOT

Breaking Up  
General Discussion  
Meeting People in the 90s  
Romance  
Singles  
Sling Along Story Spot

## SPODES PLACE

Card Games  
Cars and Cycles  
Environmental Discussion  
Investments  
Pets  
Spades Strategy

## SPODES TOO

Collectibles  
General Discussion  
Ham Radio  
Jam Session  
One-Game Ladder  
The Dating Game  
Three-Game Ladder

## SPORTS DEN

Baseball  
Basketball  
Fantasy Sports League  
Football  
General Sports  
Hockey  
Palladiums MLand Tourney Info  
Soccer  
Twinstory Strategy  
Yserbius Strategy

Gobbledygook  
Heavy Metal Music  
Progressive Rock Music  
Rap Music

## TOURNAMENTS

3-D Golf Tournament  
Boogers Tournament  
Cribbage Tournament  
FlipFlop Tournament  
Hearts Tmny Sign-ups/Results  
INN Spades Tournament  
MiniGolf Tournament  
Poker Tournament  
SneakAttack Tournament  
Strategic Tournament  
Tournament Rules/Matches  
Tourney Info and Champions

## TRIVIA HAVEN

Lemmings Leap  
Name That Diddle  
NTN Chat  
NTN Trivia Info  
Tangled Trivets  
Trivia  
Trivia Announcements  
Trivia B&B  
Trivia Scores  
Trivia Game Rules and Schedule  
Triviot Games

## WELCOME ROOM

Welcome  
General Discussion  
Questions on Membership  
INN Bulletin Board List  
INN the Know - Tips 2 Have Fun  
INN Membership Get-Togethers  
INN Shortland <RDFL>  
INN Class Schedule

# Conference Guide

## Computers & Games

**10 a.m.**  
On Computers  
TECH TOWER  
(Tech+ 82551)  
**7 p.m.**  
Virtual Reality SIG  
TECH TOWER  
(Reality 89455)

## New to Imagination?

Saturdays and Sundays from 10 a.m. to 5 p.m., Pacific time, get the information you need to navigate the world of Imagination. These special classes for new members start at the top of each hour in the **HELP ROOM**.

**5 p.m.**  
Programmer Palace  
SPORTS DEN  
(Jack 12073)  
**6 p.m.**  
800Miles  
TECH TOWER  
(Info2Go 71555)  
Computer Gaming Club  
TECH TOWER  
(Alcove 118135)  
**7 p.m.**  
PC Flight Simulators  
CHESS CLUB  
(Aviation 30555)

**7 p.m.**  
OS/2 Users Group  
SPADES 100  
(Event+ 21402)

**6 p.m.**  
VGA  
DART CLUB  
(LJ334 57186)

**10 p.m.**  
Beginning 3055g  
TECH TOWER  
(New+ 55846)

## Games & Strategies

**5 p.m.**  
TIG Trivia Madness  
TRIVA HAVEN  
**6 p.m.**  
TIG Trivia Madness  
TRIVA HAVEN

**5 p.m.**  
TIG Trivia Madness  
TRIVA HAVEN  
**Bridge Club**  
WEDGE CLUB  
(Bridge+ 83421)  
**7 p.m.**  
TIG Trivia Madness  
TRIVA HAVEN  
**8 p.m.**  
TIG Trivia Madness  
TRIVA HAVEN  
**8 p.m.**  
TIG Trivia Madness  
TRIVA HAVEN

**5 p.m.**  
PMP Team Conference  
SINGLES DEN  
(PFPoker 83173)  
**6 p.m.**  
TIG Trivia Madness  
TRIVA HAVEN  
**7 p.m.**  
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**10 p.m.**  
Go Club  
ELP N CHECKERS  
(GoClub 30555)  
**7 p.m.**  
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## INN University

**11 a.m.**  
Beginning Internet  
INN UNIVERSITY  
Box 724  
Drop In  
**1 p.m.**  
Twitlan  
INN UNIVERSITY  
Drop In  
**1:30 p.m.**  
Spades  
INN UNIVERSITY  
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**2:30 p.m.**  
Windows Applications  
INN UNIVERSITY  
Box 754  
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**4 p.m.**  
C++  
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**KIDS!**  
Need a little help with your homework? Our homework hotline is now available **FOUR DAYS A WEEK, Mon. - Thurs., from 4-6 p.m. Pacific time at INN University.**

Once you find a conference you're interested in, find out where it is by the bold type (for example, **MYSTIC PORTAL**, **SPADES PLACE**). These are waiting rooms in the **Clebbhouse**. Once in the waiting room, click the **GO TO** button, select **A CONFERENCE**, and then click on the conference name desired—you'll join immediately. And remember, you can always start your own club or group! Just drop a line to E-mail **Box 931**. It's that easy!

This October schedule is subject to change. The most accurate, up-to-date schedule can always be found online in **Town Hall** under **Conference Schedule**. All times listed are Pacific time. All conferences listed in **blue italics** are private and require approval from the conference's host (displayed in parentheses with the contact person's mailbox number) to attend.

Member-hosted conferences and any comments, suggestions or advice given therein do not necessarily reflect the opinions of The Imagination Network, Inc.

## Media/Land Guides

**10 p.m.**  
Painting  
HELP ROOM  
(Tea & 3rd Standby only)  
(Adventer 57446)

**5 p.m.**  
Avatar Outfit  
FLIP N CHECKERS  
(Downtown 14588)

**6 p.m.**  
GOT High Concept!  
TECH TOWER  
(Dragon 91073)

**4 p.m.**  
Dark Dragons  
SD MAGICS DEN  
(JediWar 12327)

**5 p.m.**  
GOL Demons Guild  
MYSTIC PORTAL  
(Downtown 14585)

**6 p.m.**  
ASD Guild  
MYSTIC PORTAL  
(Lancelot 116767)

**4 p.m.**  
AOT Veterans Ridge  
MARRIED LIFE  
(Babette 61394)



### Role-Playing Games

Continued from  
page 7

1 p.m. coorsed  
**8/24/09**  
**SPORTS DEN**  
(F-10am 66401)  
4 p.m.  
**Taco**  
**APQ ZONE**  
(Bangor 68753)  
**DWA Wrestling**  
**SPORTS DEN**  
(Stevie 121187)  
5 p.m.  
**The Purple**  
**MYSTIC PORTAL**  
(Nemesis 13067)  
**ROY, Wrestling (on**  
**CHESS CLUB**  
(Book 94856)  
6 p.m.  
**The REALMS**  
**SPADES PLACE**  
(Nave 81120)  
8 p.m.  
**Seattle Sexpers**  
**NANDED**  
(Deanslayer 52827)  
**Heros Unleashed**  
**CHESS CLUB**  
(Adele 57615)

10

1

ISS Bureau  
TEEN SCENE  
Admin@teenscene.com  
TEEN SCENE  
PO BOX 121  
Rte 62812

Marvel™  
PG ZONE  
(Ages 11-14)  
TF Guild  
MYSTIC PORTAL  
(Ages 11-14)

**John Jansz**  
GLS DELX  
jpk 793003

W SCENE  
EWANTS (31672)  
crb/roes  
W HANDOUT  
pse 68084)  
vbat

## Another Big Step

Look for The ImogiNotion Network on new computers by Compaq. ImogiNotion will be pre-loaded on all new Presario Multimedia PCs by Compaq. For more information, visit your nearest computer retailer or call Compaq at (800) 345-1518.

### Special Interests

**The Dining Room:**  
TOURNAMENT ROOM  
(AcqC 23480)

**6 p.m.**  
**Ask The Doctor**  
TOURNAMENTS  
(LadyDoe 39067)  
**Kids Club**  
**TEEN SCENE**  
(MailMark 146777)

**7 p.m.**  
**Raleigh Kids**  
**TEEN SCENE**  
(Zack 47973)

**8 p.m.**  
**The Disney Club**  
**CARD CRIB**  
(RJA 513)

Food Pan and Recipe  
HEARTS CLUB  
(Process+ 84086)  
p m  
News Events  
MARRIED LIFE

p.m.  
**Great Ones**  
 SINGLES ONLY  
 (Scarlett 1020R)  
 p.m.  
**QFFS**  
 CAND QTR  
 (Denny 72523)  
 p.m.  
**Rebel Freedom Fights**  
 FLIP N CHECKING  
 (Peg + 116432)  
 p.m.  
**Texas Zoo Gang**  
 SPADES TOO

in  
**QIA SIG**  
MYSTIC PORTAL  
PQMDen 115580)  
in  
**Edkuman Legends**  
ACOGAMMON DEN  
leeTheHard 71825)  
in  
**leeds**  
MARRIED LIFE  
rayC 42585)

**East Club**  
IN HANGOUT  
(age 00807)

**Anthony Club**  
IN HANGOUT  
PM: 110022)

**Party**  
IN SCENE  
(at 114080)

**Journal Romance**  
ERIC PORTAL  
(age 105022)

Circle Français  
ARTS CLUB  
Andy 58383

## Let the Games Begin!

As the ImagiNation Network has grown, the number of online tournaments and clubs has skyrocketed.

It's simple to register your tournament or club: write to the Club Registry at E-Mail [clubregistry@imaginings.com](mailto:clubregistry@imaginings.com), Box 699, or drop us a line at *Imaginings*, 577 Airport Blvd., Suite 300, Burlingame, CA 94010.

## What's a Conference?

A conference is like listening in on a party line – but it's OK to drop in with a comment when you like. In conferences, people with similar interests share their ideas about a favorite subject – anything from games to TV shows to dating tips.

## Sports

7 p.m.  
Sports Events  
SPORTS DEN

### Support Groups

6 p.m.  
12 Step Recovery  
MURKIN LIFE  
(Maryline + 71905)

**7 p.m.**  
**Desert Hearts Club**  
TECH TOWN II  
(916 + 18858)

**8 p.m.**  
**TV Week**  
ELIP N CHECKERS  
(Clady 77063)

### IN SCENE

Sports Events  
DITSDEN**Television & Movies**

**Now Movie Talk**  
**HEARTS CLUB**

7 p.m.  
The Movie Club  
SINGLES CLUB  
Lionsville 141140

**7 p.m.**  
**Soap Talk**  
EUCHREVILLE  
(Joanne 79041)

**Letterman Asylum**  
TEEN HANGOUT  
(Ages 9064+)

**Speed TV Club**  
 TIM HANGOUT  
 (ask for 117861)

!!!HELP!!!

**New to ImagiNation?**

These special classes for new members start at the top of each hour in the **HELP ROOM**.



### NetGuide Cyberspace Trivia Weekend

Top-Scoring Player & Winner of the AT&T Paradyne Modern

**JT**

Top Players & Winners of NetGuide

**TALEN  
JEAN  
MARI  
SYL  
JIMBO  
DUB  
RICKN**

**MARC  
LYNX  
RINALD  
KIRBOO  
MEGA  
PAMELA  
MATT**

subscriptions and a Phillips CD-ROM  
Top Pilots in *Blaster* magazine's  
**Red Baron Free-For-All**  
Grand Prize Winner of the SoundBlaster  
MultiMedia Upgrade Kit

### SPIDERBFFA

2nd Place Winner of 40 Hours Online:

**SPEEDNB**

3rd Place Winner of 30 Hours Online:

**PSKYMSTR**

### Top NTN Trivia Winners in January

1st Place Winner of 15 Hours Online:

**DUG**

2nd Place Winner of 10 Hours Online:

**JT**

3rd Place Winner of 5 Hours Online:

**MARI**

4-10th Place Winners of 1 Hour Online:

**JEAN  
JIMBO  
SHEER  
NARDY**

**TALEN  
GUIDO  
TICKN**

### NTN Trivia Quarterly Winner

**BEAST**

### Much Music Grammy Awards "Guess the Winners and Win" Contest

Winners of Much Music merchandise

**ANNEC  
DBFLANKER  
AEOROSISTER  
MATTL  
THEBLUR  
NICOLE  
PYTHON  
BROCK  
ZACK  
DUNDRUNDER  
TEDRIC  
ERINM  
SPOONMAN**

### Academy Awards "Guess the Winners and Win" Contest

Winners of a newly-released film on video and an ImagiNation Network T-shirt

**MICHAEL  
SWEETSHELA  
ELSBETA  
BIBOY  
MATERVA  
SMOKEY  
YVONNE  
DONNAK  
DAVE  
AMBER**

*Remember, you can't take the top prize every month! This month's NTN Trivia winners are disqualified from taking the top prize next month so that everyone gets a fair chance! Contests void where prohibited by law. Employees of the ImagiNation Network® are ineligible.*

*"Ruins" continued from page 1*

to the hints will make it easier. The hints are written in Elizabethan quatrains. But people who don't like those puzzles can ignore them."

### What's the basic concept for the layout of Ruins of Cowdor?

"Well, the room layout is based on a medieval castle - multilevel and with a central stair. So that means you're never more than two rooms away from any spot in the castle."

### What are the essential elements of a good role-playing game?

"What works for me is humor. People can get so stressed out playing these games. And humor reminds them that they're here to have fun."



### What research did you do to prepare for creating the game?

"I reread the play 'Macbeth' a couple of three times. You can't know your source work too well. And because I wanted the items to be historically accurate, I also read *Alfred the Great* by Eleanor Duckett, *Kjellie Myth and Legend* by Charles Squire, and *The Warrior Kings of Saxon, England* by Ralph Whitlock.

There's more juicy material in *Warrior Kings*, which is based on the lives of people as they really were, than you'll see in a full year of "General Hospital."

### How do you link the historic elements to the game?

"Well, Eadburga was a queen in Wessex who inadvertently poisoned her husband, Beorhtic, so an item with Eadburga's name on it will probably have something to do with poison.

And Ohthere was a Norse sea captain, so something with his name on it would probably have to do with water. But most of the magic items come straight from "Macbeth."

*See "Ruins" continued on page 10*

"Ruins" continued from page 9

All of the monsters have some historical basis of having been known in Scotland at the time of Macbeth. That's my sense of realism – including things that were part of the believable universe at the time.

Also, there are certain elements, like the Rampant Cat Inn on the main map for *Ruins of Cawdor*, that are based on fact. The Rampant Cat Inn actually exists in Broadway, England. I brought back a snapshot of the place and we included it in the artwork."

**How did the project change over the course of months as you were creating the game?**

"Well, I was much more reserved in the early rooms. As I designed more and the initial feedback was coming in, I found I could be more relaxed, make more jokes. The later rooms have a lot more of my personality, which I hope will be good."

**How did you get started with games like this?**

"In November of 1977, a good friend of mine told me there was this new type of game called Dungeons and Dragons and I really should play it. Well, I did, and my first day, I killed a giant lizard

and got killed by an untherhok. I was hooked.

I started running my first role-playing game in April of 1978. I built my own world and eventually built several worlds. Most of that time I was a very serious computer programmer working for banks and Fortune 500 companies.

I was the Coordinator and Game Master for the Los Angeles Mensa chapter Fantasy Role-playing Special Interest Group. I ran one game a week for smart adults for 10 years. I was the first game master for, probably, 200 adults during that time."

**How many hours do you spend on games?**

"These days, when I'm spending 50-60 hours a week creating *Ruins of Cawdor*, I'm not leading any other games. Ordinarily, I'd spend 6-8 hours a week on games. Before I was married, I'd spend 40-50 hours a week playing games, and that includes basketball as well as role-playing games."

**Anything else you'd like to tell us about *Ruins of Cawdor*?**

"Just remember that all the really bad lines are Shakespeare's. All the good lines are mine."



# Try Your Hand – Play Bridge in ImagiNation.



♠ Play rubber bridge, no score bridge or choose between three types of Chicago style bridge.

♥ Test your skills against world-class players, take the Eddie Kantar quiz and keep up-to-date with Alfred Sheinwold's column on Bridge!

**IMAGINATION!**<sup>TM</sup>



# ASK member services!

REAL QUESTIONS FROM REAL MEMBERS TO IMAGINATION'S MEMBER SERVICES

## Q: How do I back up my Yserbius and Twinion Characters?

**A:** It's always a good idea to back up any irreplaceable information on your computer's hard drive. Your Yserbius or Twinion characters are no exception. To back up your Yserbius characters, copy the mychars.dat and the automaps.dat files in the \INN\Yserbius



directory to a floppy disk. To back up your Twinion characters, copy the tinsinchars.dat and the automaps.dat from the \INN\Twinion directory to another floppy disk. Be careful to store these files in separate

directories or on separate diskettes, because overwriting the automaps.dat file will corrupt your characters.

For example, assuming that the ImagiNation Network is installed in a C:\INN directory and your floppy drive is A:, type the following:

CD\INN\YSERBIUS: *Hit [Enter]*

COPY MYCHARS.DAT A: *Hit [Enter]*

COPY AUTOMAPS.DAT A: *Hit [Enter]*

*Insert a new floppy disk.*

CD\INN\TWINION: *Hit [Enter]*

COPY TWINCHARS.DAT A: *Hit [Enter]*

COPY AUTOMAPS.DAT A: *Hit [Enter]*

## Q: How do I quit 3D-Golf?

**A:** Press [Alt] X,  
or Press [Ctrl] -Q,  
or Press [Ctrl]-Esc.



## Q: How do I make the little smiley faces that I see in people's conversations?

**A:** To create these "emoicons," press the [Alt] key along with any number from the row of number keys at the top of your keyboard.

☺ Smile	[Alt 1]	☹ Anger	[Alt 6]
☹ Sadness	[Alt 2]	☺ Sarcasm	[Alt 7]
☺ Laughter	[Alt 3]	☺ Wink	[Alt 8]
☹ Tears	[Alt 4]	♥ Love	[Alt 9]
☹ A kiss	[Alt 5]	Ø Not allowed	[Alt 0]

## Q: Where can I find more documentation about the ImagiNation Network and how to play games?

**A:** On the ImagiNation map, click on the Town Hall and click on PRINT DOCUMENTATION. If you would like to print these documents offline, change to the directory in which you installed ImagiNation (usually C:\INN) and type PRINT followed by the name of the file you want to print.

For example, to print SierraLand documentation, type:

PRINT SIERRALAND.DOC: *Hit [Enter]*

You'll also find documentation on:

The Shadow of Yserbius (YSERBIUS.DOC)

The Fates of Twinion (TWINION.DOC)

The Clubhouse (CLUBHOUS.DOC)

CasinoLand (CASLAND.DOC)

ImagiNation in general (GENERAL.DOC)

## Q: How do I talk when I'm playing or watching a card game or board game?

**A:** Just start typing your message. A text box will automatically pop up.

Burlingame, CA 94010  
or 577 Airport Blvd., Suite 300,  
Imaginings Editor, at E-mail Box 936

#### QUESTIONS OR COMMENTS?

Drop a line to Gretchen Lee,  
membership, call 1-800-IMAGIN-1.  
To join the Imagination Network  
or ask questions about your  
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# IMAGININGS!



12 MARCH/APRIL 1995

IMAGININGS!

## IMAGINATION!™ The Last Word

You've no doubt noticed many new faces online in ImagiNation lately. Our membership is growing by leaps and bounds. And after reading in *The Wall Street Journal* that the number of households owning a personal computer has grown by almost four million since last summer, to 31 percent of the households nationwide, I believe we can expect our membership to continue to grow.

More computers in the home will mean more people looking for a community that they can "plug into." As you well know, ImagiNation gives people a way to, as we say here around the office, "play games, make friends and have fun" all within the comfort of their own homes.

To help make the ImagiNation Network available to even more people who own personal computers, we're instituting a new program called "Refer a Friend."

When you refer a friend to ImagiNation who chooses to stay online for a period of 60 days or more, we give you credit you can use for online fun. Each friend you bring to the ImagiNation Network can net you five free hours online. Plus, you'll have another friend online.

To find out more about the program, look for the special flier inserted in your new kit for ImagiNation Network Version 2.4 that will arrive in the mail within the next couple of months.

See you online!

Tom Pomeroy, a.k.a. TomP

Tom Pomeroy is Vice President of Marketing and Sales at the ImagiNation Network.

### Update

Last month I introduced you to Dean DeBiase, the new president and CEO at The ImagiNation Network. This month, I want to let you know that Dean DeBiase has chosen INNDean for his online name. Write to INNDean at E-Mail Box 936 in ImagiNation. And give a friendly hello the next time you see him online!